QuestForge

By Order of Kings

GAME MANUAL

MARVELOUS!

You have acquired a geniune copy of "Quest Forge: By Order of Kings!"
We are happy that you've chosen to add this cartridge to your game library.
Please review the contents of this manual thoroughly before playing the game.

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By Order of Kings!

You are Sir Nils, knight of castle Axvald and the king needs your help. The world orb has been stolen and with it someone is trying to open the demon gate. By the orders of the king, you have to stop them!

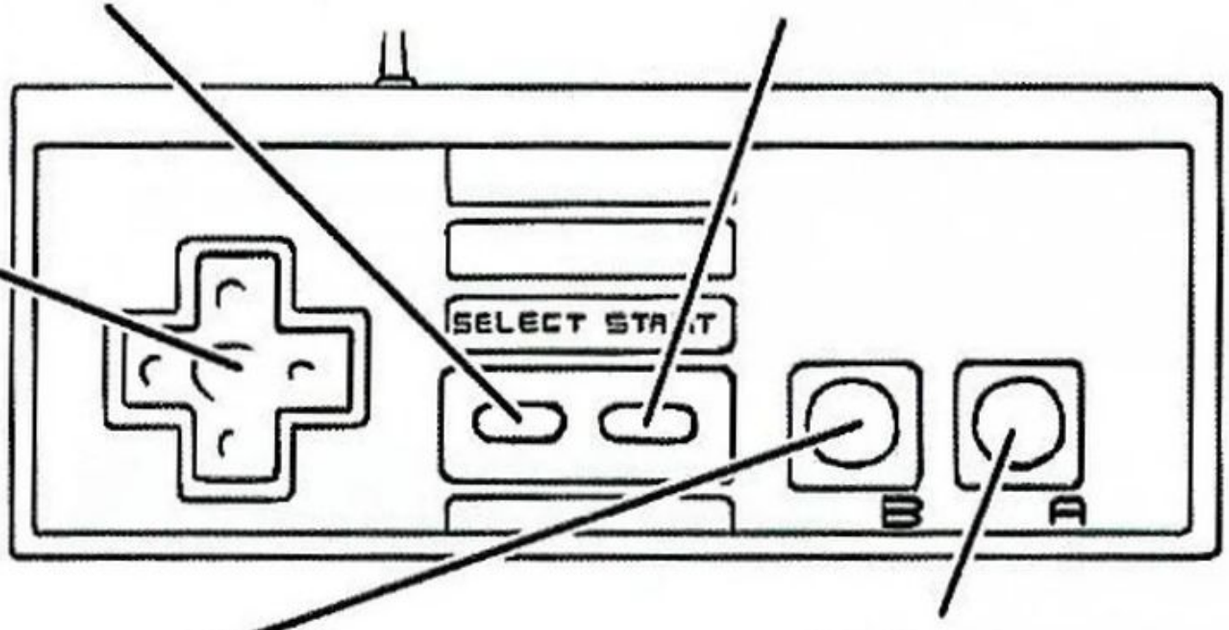
HOW TO PLAY

In this epic adventure you have to traverse the lands of Northern Bazaaria and find and bring back the world orb. On your quest you will find many items that will help you on your travels. You will also meet many foes that will try and stop you from completing that mission. To overcome them you'll have to improve your skills and find better weapons. There will be hidden objects and puzzles, so if you ever get lost please refer to the map we've included in this manual, it will help you find your way.

Controls

(SELECT) Button
Press the (SELECT) Button after you've leveled up to cycle through your options.

(START) Button
Press the (START) Button to confirm your choice after level up!



Directional Pad
Press any direction on the pad to move Nils around the world.

(B) Button
Press the (B) Button to use one of your super shields to become stronger in your next battle.

(A) Button
Press the (A) Button to prepare Nils for combat. Press this button just before touching an enemy to maximize damage!

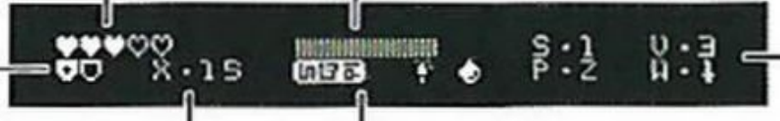
Interface

The interface at the bottom of the screen will show you important information. Learning what each part represents is vital in your success on your quest.

Hearts
When all hearts are empty the game will end. Collect red orbs to fill an empty heart and collect big hearts to add a new heart.

Power Bar
Pressing (A) causes this bar to fill up and then quickly deplete. Touch enemies when its filled to cause more damage during battle.

Super Shield
When all shields are empty you won't have the power to transform and become stronger. Replenish a shield by collecting gray small shields and collect the big shields to add new ones.



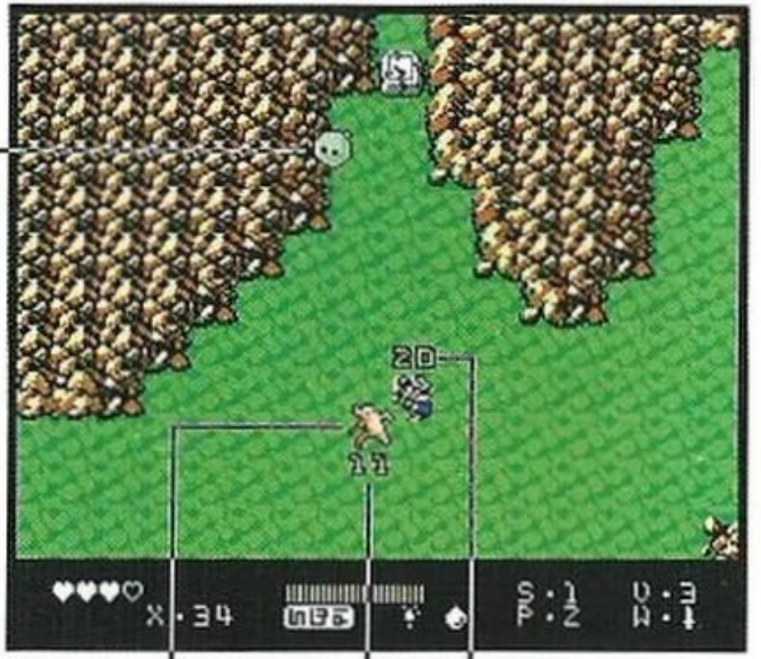
Battle Stats
Speed (S) increases the likelyhood of you attacking first in battle.
Vitality (V) increases your health during battle.
Power (P) increases the damage you deal to your opponents.
Weapon (W) shows which weapon you are using.

Experience
Gained by defeating enemies and collecting green orbs.
Get 50 or more to level up and increase your battle strength.

Artifacts
Legendary items collected throughout the quest. Some are necesarry to complete the game others are optional and augments Nils' abilities in some way.

Battle

Whenever Nils touches an enemy an automatic battle starts. The bigger the power meter is at that moment the more damage Nils will cause to the enemy during that battle. Each battle has five turns, the fastest of the combatants attacks first. If the enemy loses all of its hit points it will die. If Nils loses all his hit points the battle will end and Nils will lose one heart. A stalemate will count as a loss for Nils and he will lose a heart. When Nils loses all his hearts the game ends.



Wandering Enemy
This enemy does not have an effect on the current battle.

Enemy Combatant
This is the enemy you're currently fighting.

Player Hit Points
Each enemy attack will deplete this number. If it hits **0** you'll fail the battle and lose one heart. All player hit points are regained after the battle.

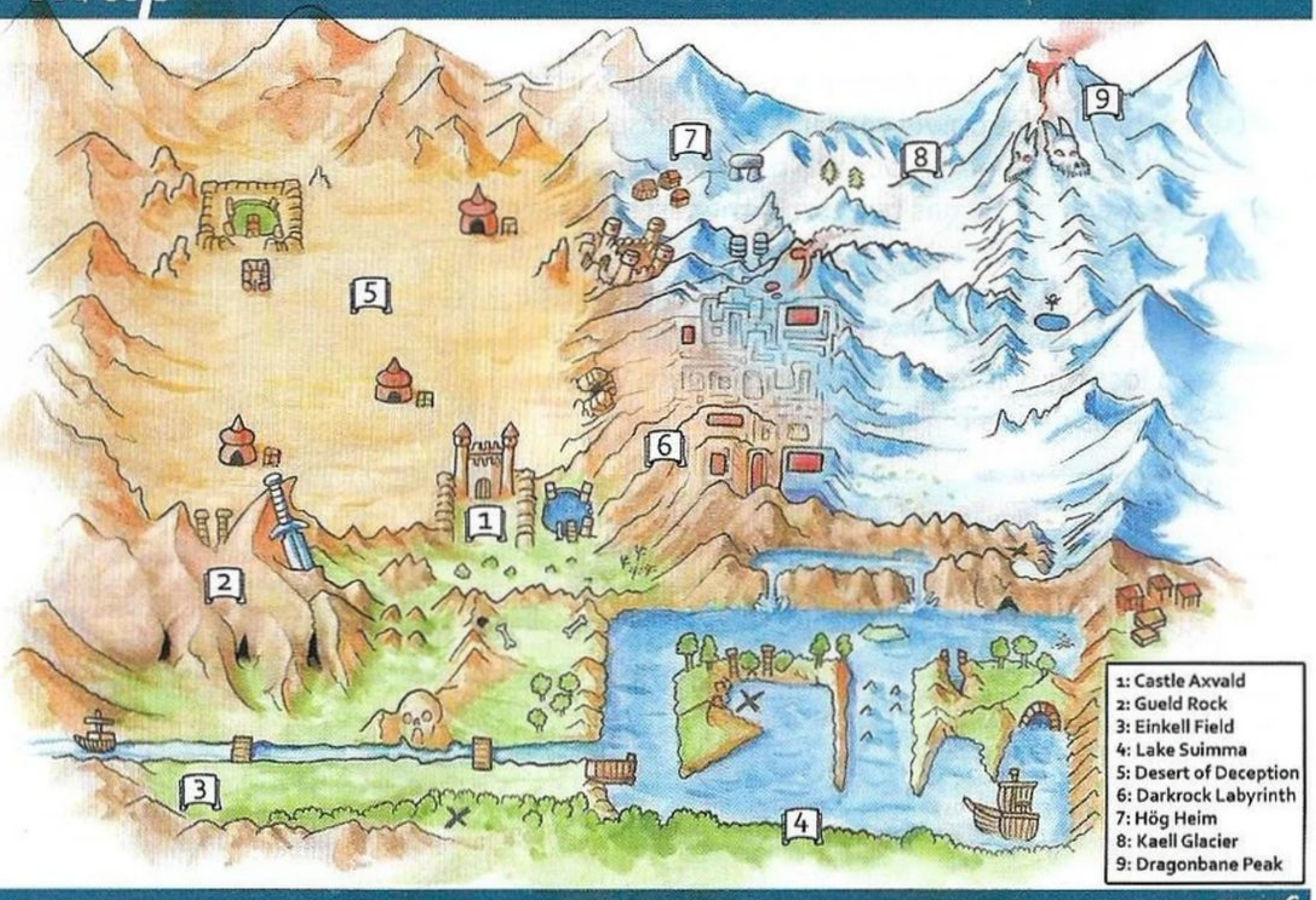
Enemy Hit Points
If this number reaches **0** you will win the battle, the enemy will disappears and you'll be rewarded with experience points (X).

- It takes a while to get used to the timing required to do well in battle. But when mastered you'll deal massive damage to your opponents!

- Try not to hit the (A) button too late. If you fail you'll deal very minor damage and will probably lose the battle. Sometimes is better to be safe than sorry and press earier than the perfect timing, then you'll at least get some damage in!

- Don't try to attack stronger enemies to early, it might be better to defeat some of the easier one first and gain some experience.

Map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2
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1: Castle Axvald
2: Gueld Rock
3: Einkell Field
4: Lake Suimma
5: Desert of Deception
6: Darkrock Labyrinth
7: Hög Heim
8: Kaell Glacier
9: Dragonbane Peak

Rumors

The night before Nils departed on his quest there was a big send-off party in the village. Everyone wanted to help Nils, best as they could. Many spoke tales of legendary items and lost magical heirlooms of their families past. In hopes that some of the stories would be true, Nils wrote them down.

"I threw a lit torch in the lake and it still burned as it sunk!"
- Erika's boy Thimmy

"The pharao let his blood shed upon the shone,
the rock hovered, colorized and divine script shone.
The ancient tablet is not only holy ornate,
it is also the key to the magical gate.
In sand it will rest guarded by spirit brothers,
immortal to all magic in the world except eachothers."
- Sandland Poem

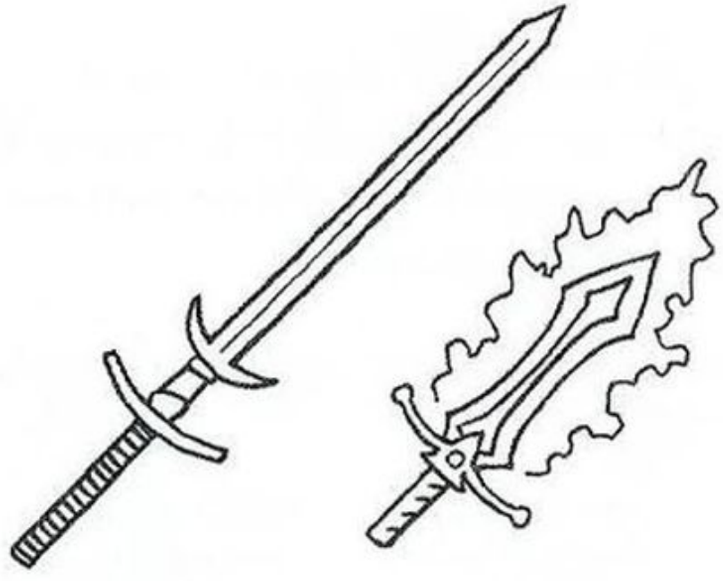
"Single booted old mad man,
through grass fields he quickly ran.
Had a best friend rock named Dave,
lived forever happily, together in a cave."
- Strange folk song.

"Once I found a tree that was impossible to chop down. It didn't matter how many times I swung my axe for I would always only hit air. I reckon it must've been magic. Mom used to warn me about magic, so I packed my things and left that part of the forest alone. Never did go back."
- *Village lumberjack*

Items

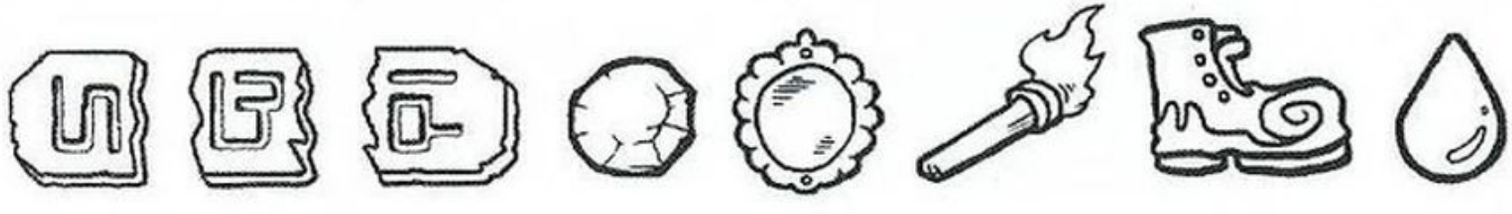
Swords

There are two types of swords, magical ones and normal ones. Each enemy has a seperate defense against each type, they can be strong against magical attacks, strong against normal attacks or neither. Please refer to the symbols next to the enemy names in the 'Monsters' part of the manual.



Artifacts

Objects of legend with great magical powers, these artifacts will help you greatly and you should collect as many as you can find. Most of these objects have powers unknown to man but a few have had their secrets revealed. It is said that the crystal droplet will allow its wielder to move in water as if it he was on land. The mirror is rumored to show invisible objects in its reflection. You'll have to figure out what use the other artifact have. Good luck.



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Special thanks to Jeff Pulkkinen, Daniel Remar and all our other play testers.

PIKO
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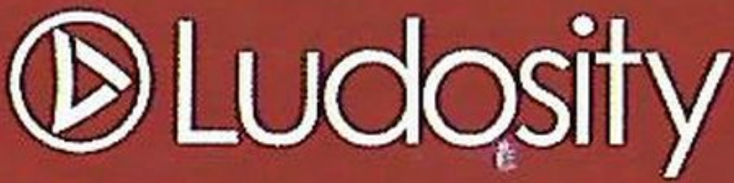
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